



Nessan's News

November Edition Junior Certificate Schools Programme Supplement

JCSP NEWS

What to get your pet for Christmas?

Let the second year students solve the problem "PET NAME TAGS". This product will be on display in the second year notice board. Order forms and payment details available at lunch in the GPA area.

All proceeds from the business venture will go to ISPCA.

COME ON ALL YOU X FACTOR FANS

St. Nessan's is out to find song writers and singers to pen new school anthems. One for basketball, soccer and rugby. The song can use a well known piece of music, but the words must be about the team, players and the school.

Large amounts of money will be paid to the successful song writer.

The sum of 50 euro per song will be paid to the winner. So let's get writing

CHRISTMAS CARDS

The first and second years, 1DA and 2DI classes are making Christmas cards as part of their community project for JCSP.

They have the Charities they want to send the cards to but they are open to any special request from students.

They hope to display the cards in the GPA area before they send them away.

MS READATHON

1DE are busy reading and completing the MS Readathon which is a motivational reading programme conducted nationwide by MS Ireland. It is designed to help encourage children to discover the joys of reading while helping to raise much needed funds for people living with MS. Remember all reading must be completed by Nov. 27th.

Keep reading, open the book, and wait for the magic to happen!

1DE will follow this with a "look who's reading what", a visual display featuring students/teachers with their current read! Keep an eye on the wall of fame!

NATIONAL GAME PLAYING DAY

On Wednesday 25th of Nov. all first years are involved in National Game Playing Day in which each group will have a board game playing session in the library. Word games such as Boggle, Upwords and Hangman can be a fun way of developing and reinforcing literacy skills particularly spelling ability and vocabulary development. Quiz games, such as the classic game Trivial Pursuit; Are You Smarter and Cranium help to develop general knowledge-even if you get a question wrong during the game, you are likely to remember that fact in future